

WE CLAIM:

1. A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that the display means displays a plurality of movable carriers, each of at least certain of the carriers carrying a representation of at least one polyhedral element, each polyhedral element having a plurality of faces which are visible at any one time with an indicium being carried on each face and indicia on faces of the polyhedral elements which are visible at a rest condition of the carriers being taken into consideration in the determination of whether or not a winning event has occurred.
2. The gaming machine of claim 1 in which the display means is a video display unit and the carriers are video simulations of movable carriers with video simulations of the polyhedral elements thereon.
3. The gaming machine of claim 1 in which each carrier has more than one polyhedral element.
4. The gaming machine of claim 3 in which the polyhedral elements are spaced from each other on each carrier such that only one polyhedral element is visible at a time when the carrier is at rest.
5. The gaming machine of claim 1 in which the game is a spinning reel game.
6. The gaming machine of claim 5 in which each carrier is in the form of a spinning reel carrying at least one of the polyhedral elements thereon.
7. The gaming machine of claim 1 in which each element is fixed with respect to its associated carrier.
8. The gaming machine of claim 1 in which at least certain of the elements are movable with respect to their associated carriers.

9. The gaming machine of claim 8 in which each of said at least certain of the elements is rotatable about at least two axes, an axis parallel to a direction of movement of its associated carrier and an axis transverse to the direction of movement of its associated carrier.
10. The gaming machine of claim 1 in which each element is displayed in a three dimensional format so that at least three faces are visible.
11. The gaming machine of claim 1 in which the indicia carried on the faces of the elements are standard symbols related to the game.
12. The gaming machine of claim 1 in which the indicia carried on the faces of the elements are special symbols in respect of the game.
13. The gaming machine of claim 1 in which each polyhedral element is substantially cubic in shape.